DYNASTY WARRIORS 7 Empires

TECMO KOEI AMERICA CORP.

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*Screenshots taken from the development version of the game.
*The game features described in this manual are subject to change.

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IDV speedtree

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Battle Controls

Basic Controls

These are the basic controls for the Battle Screen.

L2 button
Stratagems ➡P.7

Turn the Stratagem display on and off. While they are displayed, you can use the left and right buttons to select a Stratagem and press ⊗ to use it.
When the Stratagems are being shown, moving (left stick) is the only action you can perform.

L1 button
Block / Strafe

Guard against attacks from the front. If you are hit by a powerful attack from the enemy, your guard will be broken. By holding down L1 while using the left stick, you can move while continuing to face forward.

Somersault

Press L1 when knocked into the air by an enemy attack to regain your balance.

Directional buttons
Use Stratagem (up button) ➡P.7

Use a Stratagem (you can use it without pressing L2).

Select Stratagem (left or right button) ➡P.7

Select a Stratagem to use (you can select it without pressing L2).

Weapon/Stratagem display (down button) ➡P.7

Switch between displaying your equipped weapon and your Stratagems.

Left stick
Move/swim

Move your character or swim when you are in water. You are unable to attack or block while you are swimming.
If you enter the water while mounted on a horse, you can only perform mounted attacks.

DUALSHOCK®3 wireless controller

SELECT button
Call horse

Summon your horse to your side.

R2 button
Toggle map ➡P.21

Switch between the overview and zoomed maps.

R1 button
Switch Weapon ➡P.6

Change weapons while in the middle of an attack.

PS button

Right stick
Rotate camera

START button
Display the Pause Menu ➡P.19

□ button
Normal Attack

This is a rapid attack you can use against the enemy.

△ button
Strong Attack

Perform a powerful attack. By using these to follow up Normal Attacks, you can use special techniques.

Jump horse

Jump with a horse that you are riding.

○ button
Musou Attack ➡P.6

Attack with a finishing move unique to each character. You can perform the attack when at least 1 unit of the Musou Gauge is full.

Use Stratagem ➡P.7

After pressing L2 to display the Stratagems, press ⊗ to use one.

⊗ button
Jump

Make your character jump. The height of your jump will differ depending on how long you hold down ⊗.

Mount/dismount horse

You can mount a horse by standing near it and pressing ⊗, and you can dismount a horse by pressing ⊗ while on it.

Ladders

Climb ladders by standing near them and pressing the button. You can block enemy attacks by pressing L1 while climbing a ladder. You can also press ⊗ while climbing a ladder to jump down to the bottom.

*You can confirm the controls for locations such as the Pause Menu by checking the button guide at the bottom of the screen. You can press START to skip event scenes.
*Pressing SELECT and START at the same time will exit the game and take you back to the Title Screen.
*You can change the function assigned to each button by going to "Controls" in the Options menu.

*If you are using the DUALSHOCK®3 wireless controller, you can set whether to use the vibration function or not by going to "Vibration" under "Controls" in the Options menu. Additionally, holding down the PS button will bring up a menu where you can confirm whether the vibration function is enabled or not. In order to use the vibration function, it must be enabled in both menus.

EX Attack

These are attacks that you can perform when using a weapon that your officer is proficient with (denoted by an "EX" mark).
The controls will vary depending on the officer. You can confirm them by going to "Officer Info" ➡P.19 on the Pause Menu.

Switch Weapon

R1 button

These enable you to switch weapons while in the middle of an attack.
You can press R1 to perform a special attack and then switch to your other weapon. These attacks can follow a Normal Attack or Strong Attack.
Depending on the weapon, there might be special additions after you switch weapons.

*If you press R1 while on a mount, you will only switch weapons without attacking.

Musou Attack

Musou Attack 1

● button

Attack with a finishing move unique to each character. You can perform this attack when at least 1 unit of the Musou Gauge ➡P.20 is full. Each use of the Musou Attack will deplete 1 unit of the Musou Gauge.

The following can fill the Musou Gauge:

- Inflict damage upon the enemy.
- Take damage from the enemy.
- Your Health Gauge is in the red.

Musou Attack 2

Press ● while in the air or Press R1 + ● while on the ground

Attack with a finishing move different from Musou Attack 1. The controls will vary depending on the officer. You can check the Pause Menu ➡P.19 for more details.

True Musou Attack

Press ● while your Life Gauge is red

If you press ● when your Health Gauge is in the red, you can perform an even more powerful Musou Attack.

Double Musou Attack

Player 1 and Player 2 press ● while near each other

When playing with two players (online play) ➡P.9, if Player 1 and Player 2 are a set distance apart from one another (shown by an electrical bond) and trigger a Musou Attack 1 at relatively the same time, both of them will perform an even more powerful Musou Attack.

Stratagems

Display Stratagems

Down button or L2 button

With the down button, you can switch from displaying your equipped weapon to showing your Stratagems. Pressing the down button again will switch the display back.
Additionally, if you press L2, the Stratagems will be displayed larger on screen. While using L2 to display them, moving (left stick) is the only action you are able to perform.
You can press L2 again or ● to return the display to normal.

Select Stratagem

Left and right buttons

Select the Stratagem you wish to use while they are being displayed.

Use Stratagem

Up button or L2 to display the Stratagems, then ✕

Use the up button to use the selected Stratagem. You can also press L2 to display the Stratagems and then press ✕ to use one. Each Stratagem can only be used once per battle. Additionally, if you capture a specific kind of base, there are some Stratagems that cannot be triggered unless certain conditions are met.

Starting the Game

Beginning a Game

1. The Title Screen will be displayed after the opening movie has played, or if you press START.
2. If you press START at the Title Screen, you will be taken to the Main Menu.

*If you are not signed in to PlayStation®Network when starting the game, the sign-in screen for PlayStation®Network will be displayed. When you are signed in to PlayStation®Network, you are able to select online play ➡P.9 within Empire Mode, download guest officers ➡P.10, and enable various features in Extras Mode ➡P.26.

Main Menu

Empire Mode ➡P.10	Select a character and scenario and look to unite the land. You are able to play with two players during battles.
Edit Mode ➡P.26	Create and edit your own original characters.
Extras ➡P.26	Purchase downloadable content, form kingdoms (teams) using your created characters and more. You can also upload and download created characters and teams online.
Gallery	View movies and character models or listen to voice lines from each character. As you progress through the game, the number of items you can view will increase.
Encyclopedia	Read about the story of the Three Kingdoms and the officers and terminology found within it.
Options	Adjust the game settings such as the button settings and more.

Saving & Loading

Saving

Within Empire Mode, you can save under "System" in the Information Menu (press START) from the Strategy Phase screen. You can also save system data within the Options menu.

*Saving uses the hard disk drive. At least 953KB of free space are required in order to save.
*While saving, the HDD access indicator will flash. Do not reset or turn off the power at this time.

Saving during battle

During battle, you can save by selecting "Save" from the Pause Menu (press START) ➡P.19.

Loading

To resume a game in Empire Mode, select "Continue" from Empire Mode within the Main Menu and choose the save data you wish to load. Additionally, you can also load game data during the game by going to "System" in the Information menu.

Online Play

In Empire Mode ➡P.10, you can play online with two players.

*You can also play with two players offline.

1. 1P On the Officer Selection screen ➡P.18 during battle preparation, press START and you can switch to online play. Then, choose an officer and select "Confirm" to begin.
2. 1P Select how you will search for Player 2. You can use "Recruit" to search for players from around the world, or "Invite" to invite a friend to play with you. Once you select your search method, you will proceed to the Pre-battle Screen ➡P.19.
   *You can send invites to your Friends from your Friends list.
3. 1P When you have finished your preparations on the Pre-battle Screen, select "Online Play" and follow the search instructions to begin the matching process.
   *If you are unable to find another player online to play the game with, you can return to single player play by pressing △.
4. 2P Select "Online Play" ➡P.26 from Extras Mode and choose your character. If you have received an invite, then you will automatically join the game. If you have not received an invite, then you can select Quick Match to quickly find a partner online, or use "Join" to find a list of games searching for players.
   *Player 2 can only select created characters ➡P.26 as their playable character.
5. When the matching process is complete, the battle will begin. The game will end when either Player 1 or Player 2 is unable to rejoin the battle, or if the victory or defeat conditions for the battle are met.
6. If you win the battle, both Player 1 and Player 2 will receive Bonus Points ➡P.11. Resources and Fame Points for use within the game can only be obtained by Player 1.

Playing with 2 players offline

You can also play with two players offline.

1. When selecting an officer ➡P.18 before battle, Player 2 presses START and selects a character to control.
   *If Player 1 only has one officer available to participate in the battle, then you cannot play with two players.
2. When you finish your battle preparations, select “Confirm” in order to start the battle. The game will end when either Player 1 or Player 2 is unable to rejoin the battle, or if the victory or defeat conditions for the battle are met.
3. If you win the battle, the Fame Points you receive will be split evenly between Player 1 and Player 2.

Empire Mode

Empire Mode Overview

You assume the role of a single officer and while serving in a variety of roles and positions, look to unite the land under one rule.
Whether you wish to expand your nation as a ruler, lead your ruler to victory as a Strategist, or simply fight as a subordinate officer, your own personal story is waiting to be discovered.

Playing Empire Mode

1. Select Empire Mode from the Main Menu. If this is the first time you are playing, select "New Game," or "Continue" if you wish to resume a previously saved game. If you select "New Game," then you will be taken to the Game Settings screen.
   *You can create up to 30 save files.
2. Decide on the game settings. When you select "Next," you will be taken to the Scenario Selection screen.

Difficulty	Choose from [Beginner/Easy/Normal/Hard/Chaos].
Created Character Settings	Determine whether created characters or teams will appear in your game or not. If you use “Register switch” ➡P.26 for your created characters, you will be able to enable or disable the switching of officers.
Officer Deaths	Choose whether officers will be able to die during the game or not.

*You will be able to replace famous officers or allow for officer deaths within the "Created Character Settings" menu once you have cleared a scenario at least once.

Guest Officers

If you turn "Accept Guest Officers" within the Options menu to "On," then created characters will be automatically downloaded and inserted into your game while you are playing Empire Mode. Created characters that you have downloaded will remain within the game until you complete the scenario.
By using "Create Guest Officer" ➡P.26 from Extras Mode, you can save guest officers as created characters.

3. Select the scenario you wish to play. You will be able to confirm an explanation of the scenario as well as the participating kingdoms.

4. Select a character to play as. You can sort the list of officers by position with L1 / R1 or by officer type with L2 / R2.

   *In the scenario, "A Gathering of Heroes," you can also choose kingdoms created through the use of "Create Team" ➡P.26 within Extras Mode. You are able to have the teams appear as kingdoms by going to "Created Character Settings" in the Game Settings screen ➡P.10.

5. Confirm the kingdom you are assigned to. There are some officers who are not assigned to a kingdom. Once you select a character, the scenario will begin.
   *Within the scenario, "A Gathering of Heroes," you can freely change the officers and territories of each kingdom.

Finishing the game and Game Over

Once you unite the land, you will complete the game and view the ending movie.
Depending on your performance, you will receive Bonus Points.
Also, the game may end if your kingdom is eliminated or other conditions are met. If you lose the game, you will be unable to receive any Bonus Points.

Bonus Points

Within Empire Mode, you can earn Bonus Points for the following:

- Winning battles
- Clearing Empire Mode and viewing a new ending movie

You can use these Bonus Points by selecting "Purchase Equipment" ➡P.26 within Edit Mode in order to purchase new edit parts for your created characters.
Additionally, you can use Bonus Points to unlock various special features when starting a new game in Empire Mode.

Positions & Fame

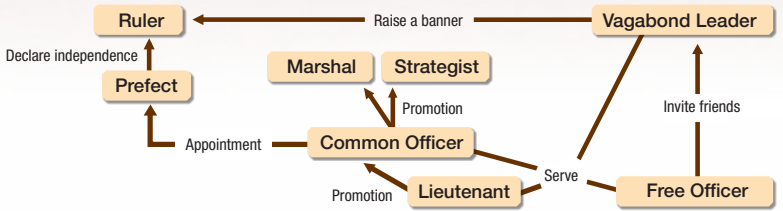
Positions

Depending on your position, the things you can do during War Councils and strategies you can perform will differ.
Your position can change depending on the actions you take. By increasing certain types of Fame P.14, it is easier to be promoted to Marshal or Strategist.

X : Unable to do - : No special features

Actions \ Position	Ruler	Marshal	Strategist	Prefect	Common Officer	Lieutenant	Vagabond Leader	Free Officer
War Council	Determine the kingdom's policy.	Able to participate.	Able to participate.	Able to participate.	Able to participate.	X	X	X
Assignments	X	Able to select from choices proposed by your Ruler.	Able to select from choices proposed by your Ruler.	Able to select from choices proposed by your Ruler.	Able to select from choices proposed by your Ruler.	X	X	X
Strategy Phase	Free to use the "Diplomacy" command.	Able to use the "Diplomacy" command when ordered.	Able to use the "Diplomacy" command when ordered.	Able to use the "Diplomacy" command when ordered.	Able to use the "Diplomacy" command when ordered.	-	Only able to select the "Support" command.	Only able to select the "Support" command.
Military	Able to restore troops to all of your officers.	-	-	Able to use the "Secede" command to form a new kingdom.	-	-	Unable to select the "Weaponry" or "Training" commands.	Unable to select the "Weaponry" or "Training" commands.
Personnel	Able to use the "Employ" and "Dismiss" commands. Able to use the "Appoint" command.	Able to use the "Invite" command when ordered.	Able to use the "Invite" command when ordered.	Able to use the "Invite" command when ordered.	Able to use the "Invite" command when ordered.	-	Able to "Serve" a kingdom.	Able to "Serve" a kingdom.
Special	When your Fame Rating increases, you are able to perform more actions.	When your Fame Rating increases, you are able to perform more actions.	When your Fame Rating increases, you are able to perform more actions.	When your Fame Rating increases, you are able to perform more actions.	When your Fame Rating increases, you are able to perform more actions.	When your Fame Rating increases, you are able to perform more actions.	X	X
Transfer	X	X	X	X	X	X	Able to move to any territory.	Able to move to any territory.
Battles	Able to choose a territory to invade. Able to edit and give orders to all of your units. Able to play as any of your allied officers.	Able to edit and give orders to all of your units. Able to play as any of your allied officers.	Able to carry up to 5 Stratagems.	-	-	Another officer can become your Supervisor and give you orders.	If you win the battle to raise a banner, you can form a new kingdom.	-

Changing Positions



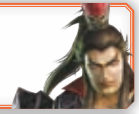
Fame

Fame is a way to show an officer's personality. There are 6 types of Fame, and you can receive Fame Points depending on the actions you take, your results in battle, your use of Stratagems ➡P.15, and more. Once you have received a certain amount of Fame Points, your Fame Rating will rise. As your Fame Rating increases, you will be able to perform even more actions based on that Fame Type, learn Skills, and obtain new Stratagems. You can sometimes lose Fame Points if too much time passes.
Your Fame Type with the highest Fame Rating will become the main Fame Type of your officer that serves as a descriptor of your personality. The rating of your main Fame Type is referred to as your Overall Rating. As your Overall Rating increases, there are various benefits to be had, such as increased abilities for your officer.

Brave

UP
Select [Weaponry].

If this rises...
- ▶ It is easier to be promoted to Marshal.
- ▶ You can use Stratagems that increase your own abilities.



Wise

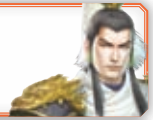
UP
Select [Diplomacy].

If this rises...
- ▶ It is easier to be promoted to Strategist.
- ▶ You can use large-scale and complicated Stratagems.

Kind

UP
Select [Donate].
Release prisoners.

If this rises...
- ▶ The length of your contract with supporters will increase.
- ▶ You can use more Stratagems that rely on bonds with the people or your allies.



Orderly

UP
Select [Train].

If this rises...
- ▶ You can command more troops.
- ▶ You can use more Stratagems that rely on the power of organization.

Affluent

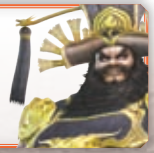
UP
Select [Invest].

If this rises...
- ▶ It is easier to obtain Gold.
- ▶ You can use more Stratagems that rely on money.

Evil

UP
Betray your Ruler.
Select [Tax].

If this rises...
- ▶ Receive higher income.
- ▶ Allies and subordinates will betray you or become Free Officers more easily (excluding officers whose main Fame Type is also Evil).
- ▶ You can use powerful Stratagems, but they rely on abusing your allies.



Stratagems

Stratagems are useful strategies and techniques that can be used during battle or the Strategy Phase. Using some of them requires the expenditure of resources such as Food, Info or Gold.

Using Stratagems focused on strategy

If you use a Stratagem during a War Council or diplomatic negotiations, your proposal is more likely to be accepted.

Using Stratagems during battle

If you use Stratagems during battle, they can give you an advantage over the enemy.
During battle preparations, you can select up to 4 Stratagems to take with you (5 if you are a Strategist).
If you do not have sufficient resources to use the Stratagem, you cannot take it to battle. The resources for any unused Stratagems will be returned after the battle is over.
*Depending on the type of battle, you may not be able to use Stratagems.

Resources

There are three kinds of resources: Food, Info and Gold.

Obtaining resources
- ●Win battles.
- ●Receive from your supporters.
- ●Receive income each month (Rulers only).
- ●You may receive resources by carrying out strategies.
- ●Complete assignments.

Spending resources
- ●Carry out strategies.
- ●Purchase items or weapons in town.
- ●Use Stratagems.
- ●Obtain supporters.
- ● Pay biannual stipends to your subordinates (Rulers only).

War Council & Strategy Phase

War Council

Every January and July, there will be a War Council held to determine the policy for your kingdom. For officers that are assigned to a kingdom, they will need to follow the kingdom's policy until the next War Council. Officers of low position are unable to attend War Councils. Additionally, if you are not a Ruler, then you will be given assignments.

*Vagabond Leaders and Free Officers cannot hold War Councils.
*If you are a Lieutenant, you are unable to participate in War Councils or be given assignments.

Kingdom Policy

Determine the policy for your kingdom to last until the next War Council. The Ruler will decide on the overall policy, such as preparing to invade another kingdom, defending territory, or looking to increase the wealth and power of the kingdom.

If you are a Ruler...

Determine your own policy. Officers belonging to your kingdom may voice their objections and offer counter-proposals.
*If you accept an officer's suggestion, then your Friendship rating P.17 with them will increase.

If you are not a Ruler...

Follow the plan set by your Ruler. You are also able to voice your objections and propose alternate plans. If you use a Stratagem at that time, it will make your proposal more likely to be accepted.
The Ruler will make the final decision regarding the policy.

Assignments

An assignment will be decided, and if you complete it before the next War Council, you will be given a reward (Experience Points, Fame Points, etc.). Select one assignment from the list provided by your Ruler that coincides with the kingdom's policy. Rulers cannot be given assignments.
By completing your assignments and winning battles, you can earn Experience Points, making it easier to be promoted from a Common Officer to a Strategist or Marshal.

Weaponry Level & Training Level

Weaponry Level

The higher this level is, the more weapons you are able to purchase at the Armory in town. You can increase this level by selecting "Weaponry" from the "Military" command.

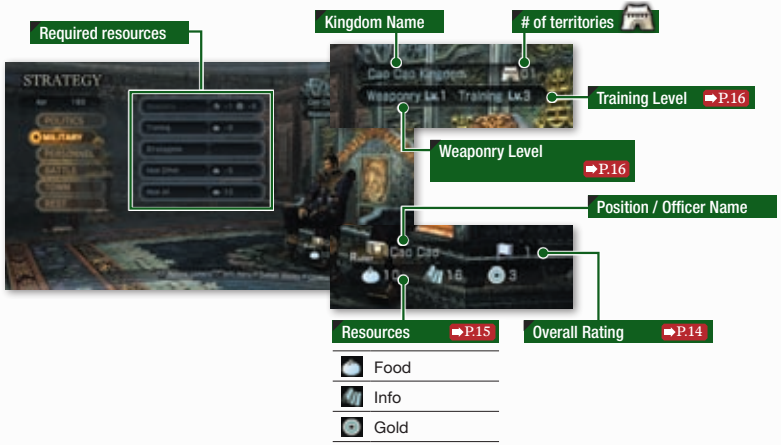
Training Level

The higher this level is, the more troops the officers in your kingdom can command. You can increase this level by selecting "Training" from the "Military" command.
*Free Officers and Vagabond Units are unable to increase their Weaponry or Training Levels.

Strategy Phase

You can visit the town to make purchases, search for officers to join you, prepare for battle, and much more. You are able to perform these actions once per month. If you have been given an assignment, then you should use this opportunity to try and complete it.
When you are finished making your moves, the game will proceed to the next month.

*Paying a visit to the town will not cause the game to advance to the next month.



Sworn Siblings & Spouses

You can increase your Friendship rating with other officers by interacting with them through the "Personnel" command. As your Friendship rating with another officer increases and you win battles together, you can become sworn siblings with them or marry them.
When you have a sworn sibling or a spouse, you may see additional event scenes. If your kingdom changes, then their kingdom will change as well, and you can take them to battle with you and use them as your playable character.

Sworn Siblings (up to 2) Requirement: In the same kingdom, friends

When your Friendship rating with another officer reaches a certain level, you can become sworn siblings with them.

Spouse (1 of the opposite gender) Requirement: In the same kingdom, friends

When your Friendship rating with an officer of the opposite gender reaches a certain level, you can marry them.

*You cannot choose officers you are related to as your spouse.
*You cannot edit officers that have become a sworn sibling or spouse.

Battles

Battle Preparation

During the Strategy Phase, if you select the "Battle" command, you can choose a type of battle to fight. Within the battle, attempt to achieve the victory conditions.

Officer Selection

Select the officers that will participate in the battle.
Rulers and Marshals can take a total of up to 8 officers. Other positions are able to take a total of 2 officers, including themselves and either a sworn sibling or spouse.
Choose your playable character from the list of officers going to battle.
You can use ⓡ to set your equipment. Weapons, items and animals can all be equipped.
Select "Confirm" in order to proceed to the pre-battle screen.

*Depending on the type of battle, the number of officers able to participate may differ.
*By pressing START, you can switch to online play ➡P.9.
*To play offline with 2 players ➡P.9, Player 2 can press START to join the game.

Winning & Losing Battles

Victory Conditions

- Defeat the enemy commander.
- Capture the enemy main camp.
- Reach the time limit in a Defensive Battle.

Defeat Conditions

- Your playable character is defeated, or is unable to rejoin ➡P.23 the battle.
- The allied commander is defeated.
- The allied main camp is captured.
- The time limit is reached during an Invasion.

*The commander will appear if you continue to attack the main camp.
*To capture the enemy main camp, you will need to link it to the allied main camp via supply lines ➡P.22.

Injuries

Officers can be injured if they are defeated in battle or lose a large number of troops.
If injured, the compatibility ➡P.25 for all weapons will decrease. In addition, it will be easier for them to be captured by the enemy or even killed when defeated in battle. Injuries will heal themselves after a set period of time has passed.

*When beginning Empire Mode, you can turn "Officer Deaths" to "Off" in the game settings ➡P.10 so officers cannot die in battle.

Pause Menu / Battle Screen

This is displayed if you press START during battle. It is also displayed before the battle starts.

- Rivers (Blue): You can swim in these areas. You are able to use stairs and other areas to climb up onto land.
- Differences in elevation: The brighter the area, the higher the elevation.
- Borders (Brown) You are unable to go beyond these areas. There are places where you can jump down to lower elevations.
- Stairs/Ladders (Orange)

Officer Info	Weapon Info / Equip Weapons	Confirm the weapons you have currently equipped. / You can change your weapons during battle.
	Item Info	Confirm the items you have currently equipped.
	Moves	Confirm the moves your character can perform.
Stratagem Settings / Stratagem Info	Select the Stratagems you will take to battle. / During battle, confirm the Stratagems you have equipped.	
Battlefield Info	Confirm information on the allied and enemy armies, bases and the victory and defeat conditions. You can check a log of the battle messages with △.	
Give Orders (only during battle)	Rulers and Marshals can give orders to all of their allied officers.	
Withdraw (only during battle)	Retreat from the battlefield. You will lose the battle and if it is a Defensive Battle, you will lose your territory as well.	
System	Settings	Adjust each of the game settings.
	Save (only during battle)	Save your current in-battle progress.
	Tutorial	Learn the basic controls and flow of a battle.
	Quit	Exit the game and return to the Title Screen.
Online Play (only during online play)	Begin the online play ➡P.9 matching process.	
Begin Battle (only before battle)	Begin the battle.	

Battle Screen

Morale Gauge
The morale of the enemy and allied forces.
Allied morale is blue and the enemy's is red.

Base Type Base Durability P.22
When you enter a base, this will be displayed on screen.
When its Durability reaches 0, the base will be captured.

Stratagem K.O. Count
The total number of enemies defeated by a Stratagem.

Time remaining
If this reaches 0, you will win a Defensive Battle.
This is displayed when only 10 minutes are remaining.

Map
You can use R2 to switch between the overall and zoomed maps.

Overall Map

R2 button

Zoomed Map

- Your location and direction
- Your horse
- Allied Army
- Allied Officer
- Enemy Army
- Enemy Officer
- Allied Base
- Enemy Base
- Allied Main Camp
- Enemy Main Camp

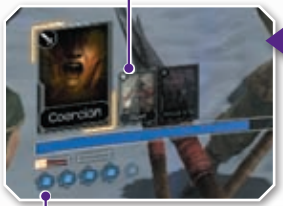
Area of Influence P.22
The darker the color, the stronger the influence of the army of that color.

Health Gauge (Enemy)
The enemy's Health. You can go to "Health bars" under "Display" in the Options menu to have the enemy's health displayed over their head.

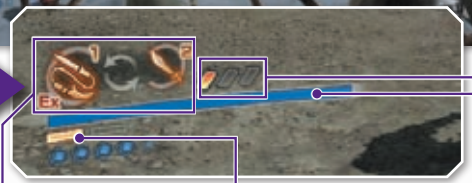
Enemy Info
The enemy's name and troop strength P.23.
The troop strength is displayed by the number of markers.

Combo
The number of consecutive hits against the enemy.

Stratagems
You can confirm the Stratagem to be used with the down button. If you press the down button again, the display will return to your equipped weapon.



Down button



K.O. Count
The number of enemies you have defeated.

No Entry Marker
You cannot go beyond this marker.

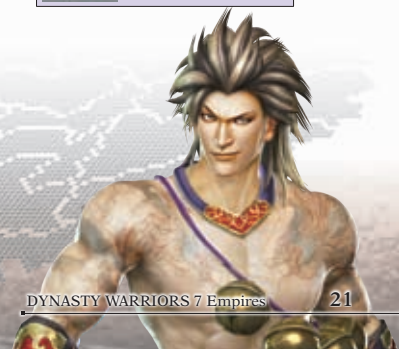
Temporary Effect Timer
When you pick up an ability boosting item, these will light up while the item is in effect. It will flash when time is about to run out.
- Attack x2 (30 sec.)
- Defense x2 (30 sec.)
- Speed increased (30 sec.)

Troop Strength Marker P.23
For each 1,000 troops, 1 troop strength marker will be displayed. If you are defeated, you will lose 1 marker and will rejoin the battle.

Current Weapon
You can use R1 to perform a Switch Attack and change the weapon you are using. Your current weapon is shown to the left.
1 = Weapon 1 2= Weapon 2
EX = The category of weapon that you can use an EX Attack with.

Musou Gauge
When you have at least 1 unit full, you can perform a Musou Attack. If you obtain an item with a "Musou +1" effect, then you can have two or more units. Each use of the Musou Attack will use 1 unit.

Health Gauge
Your playable character's current Health. It decreases when you take damage and changes colors (Blue - Yellow - Red). Once it is empty, you will be forced to withdraw, or you will lose the battle.



Fighting Battles

Supply Lines & Area of Influence

The paths that link bases together are known as supply lines and the area around supply lines linking allied bases to the allied main camp are known as your area of influence.
Within the area of influence, the abilities of your allies are increased and it is easier to capture enemy officers. Conversely, when you are in the enemy's area of influence, the enemy's abilities in battle are increased and it is easier for allied officers to get captured.
Also, when starting the battle, the more troops you have, the more areas of influence and allied bases you will have.

When the enemy captures one of your bases and cuts off the supply line between it and your allied main camp, the supply line has been severed. When bases have been cut off, they become isolated and lose strength.

*Bases connected by a supply line to a supply depot will not become isolated.

Viewing the area of influence

Allied influence is exceptionally strong

Allied influence is strong

Influence is even between the two sides

Enemy influence is strong

Enemy influence is exceptionally strong

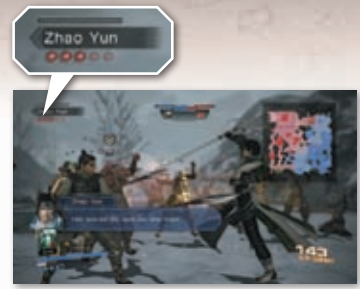
*For areas where the enemy army's influence is strong, the map will be displayed in red.

Base

When a base's Durability reaches 0, it will be captured.
Defeat enemies within the base to reduce its Durability.
When you capture a base, you wil receive additional allied troops and your forces' morale will increase.
Additionally, recovery items wil appear in the center of the base (only when your forces occupy the base).
It is important to aggressively target enemy bases in order to gain the advantage in battle.
There are 8 types of bases, and the higher their level, the higher their Durability and the level at which they function.
Some Stratagems ➡P.15 can change a base's type or increase its level.

Troop Strength & Rejoining the Battle

If your officer is defeated, then you will temporarily withdraw from the battle. However, if you have troops remaining, then you will be able to return to the battle after a short period of time. Each time you rejoin the battle, you will use up one troop strength marker.
If you defeat an officer with no troops remaining, then they will flee from the battle. Additionally, if you defeat them within an area where your influence is exceptionally strong ➡P.22, then it will be easier to capture officers with troops remaining or get them to flee. if you are defeated within an area where the enemy's influence is strong, then you will be defeated and lose the battle even if you have troops remaining.
You can check the troop strength of each officer by going to the Pause Menu (START button) ➡P.19 and checking the "Battlefield Info" command.



▶ 1 troop strength marker is displayed for every 1,000 troops.

*Capturing of officers can only occur during Invasions and Defensive Battles.
*In Mission Battles, a single defeat will cause you to lose the battle.

Ending the Battle

You can obtain resources as a reward for winning battles. Additionally, you will also receive Fame Points based on your results.

Victory as a Ruler or Vagabond Leader

If you win an Invasion (or raise your own banner if you are a Vagabond Leader), then you can increase the number of territories under your control. If you capture a territory where the Ruler of another kingdom resides, you will take all of the other adjacent territories of that kingdom.
Additionally, you will need to decide how to deal with the prisoners. By selecting the "Employ" command, you may be able to hire them. By selecting the "Execute" command, your Evil ➡P.14 Fame Rating will increase. Releasing the officer will cause your Friendship rating ➡P.17 to increase.

▲ If you use a Stratagem during the battle, you will receive Fame Points for that type.

Victory as a position other than the above

When you belong to a kingdom, you will be given Experience Points based on your performance in the battle. If you have a "Battle" assignment, winning the battle will give you even more Experience Points than winning a normal battle.

▲ Be sure to restore lost troops via the "Military" command during the Strategy Phase.

Upgrading Officers

Officer Abilities

An officer's basic abilities will increase based on the Overall Rating ➡P.14 and can be upgraded with Skills or items. Additionally, as your position increases, your officer will grow in strength relative to the new position. You can check your current abilities via the Pause Menu (START button) ➡P.19.

Health	If you run out of Health, you will be forced to temporarily withdraw, or lose the battle.
Attack	The higher this is, the more damage you can inflict upon the enemy.
Defense	The higher this is, the less damage you will receive from enemy attacks.
Musou	The number of Musou Gauges you possess. You can increase this with items.
Power	The higher this is, the better you can use weapons that require Power.
Speed	The higher this is, the better you can use weapons that require Speed.
EX Attack	The controls for how to perform an EX Attack ➡P.6.
Required Weapon	The weapon category that can enable you to perform EX Attacks.
Weapons	The two weapons you currently have equipped.
Animals	The animals you are able to ride during battle. You can mount or dismount the animals with ⊗.

Weapons

You can equip a first and second weapon. You are able to switch between them at any time by using a Switch Weapon ➡P.6. Weapons can be used by all of the officers.

EX
The officer's favored weapon. Able to use an EX Attack ➡P.6.

Attack
The higher this is, the more damage you can inflict.

Elementals & Level

Compatibility ➡P.25

Weapon Category
The weapon's category. Each category has its own special characteristics.

Compatibility

Every officer has a Compatibility level with each weapon category.
Some weapons require "Power" and some require "Speed," so you can increase an officer's compatibility by increasing their power and speed. Power and speed can be increased through Fame Ratings ➡P.14 and items.

Compatibility	Description
★ (Poor)	Not able to use the weapon very well.
★★ (Good)	Able to use the weapon quite well. Your attack speed will increase.
★★★ (Excellent)	You are a master of the weapon. Depending on the weapon category, you will be able to use special techniques.

If you equip a weapon that you have Excellent compatibility with, you can use the following special techniques.

Special Technique	Main Weapon	Controls	Description
Whirlwind	Weapons that require Power	● button (Normal Attack)	Follow up with a blast of wind that attacks your surroundings.
Shadow Sprint	Weapons that require Power	● button during a Strong Attack	Attack while running forward at a high speed.
Dash	Weapons that require Speed	⊗ button while attacking or in the air	Cancel your current action and move quickly through the air.
Dive	Weapons that require Speed	⊗ button while being attacked	Perform a rapid evasion of the enemy attack.

Equipping Weapons

You can change your equipped weapons in places such as the Info Menu (START button) during the Strategy Phase, or the officer selection ➡P.18 screen during battle preparation. Select the weapon category and then choose the weapon to equip. You cannot equip the same weapon for your 1st and 2nd weapon (although you can equip two weapons within the same category).

Edit Mode

Create your own unique character. You can save up to 200 characters. Characters that you have created can be used in Empire Mode ➡P.10. Additionally, with Extras Mode, you can form teams based on your created characters.

Officer Edit	Select a file and create an officer. Choose each of the parts and select "Confirm" in order to save your character's data.
Purchase Equipment	You can use Bonus Points ➡P.11 to purchase additional edit parts (equipment).

*For your created characters, you can select from a list and press the START button to replace officers that appear in the Empire Mode. The name of the officer you are replacing will be highlighted in yellow. If you press the START button again, you can remove the registration.

Extras Mode

You can upload or download created characters and teams, form teams and more.
Data that you have created or downloaded can be inserted into Empire Mode.

Download Data	Download created characters and teams.
Upload Data	Upload characters and teams you have created.
Import Data	Save the data for created characters and teams.
Export Data	Export the data for created characters and teams. Exported data can be uploaded online.
Create Team	Form a team of up to 5 created characters. Created teams can appear as kingdoms within the Empire Mode scenario, "A Gathering of Heroes."
Leaderboards	Compete online against other players on total K.O.s within the Empire Mode.
Online Play	Play a game online ➡P.9 with another player.
Store	Connect to PlayStation®Store and purchase downloadable content.
Create Guest Officer	Extract created character data from your Empire Mode save data and save it.

*Downloading and uploading data, leaderboards, online play and connecting to PlayStation®Store requires an internet connection.
*A Sony Entertainment Network account is required to connect to PlayStation®Store. For more details, please refer to the PlayStation®Network page on the PlayStation® official site: http://www.us.playstation.com/psn/